**FIG. 1**

EXAMPLE OF DISPLAY SCREEN

TRAFFIC JAM INFORMATION		
KAWAGOE	R-254	JAM
OMIYA	R-16	ACCIDENT

←RETURN GO →

FIG. 2A

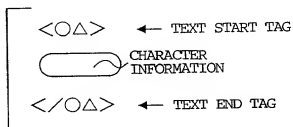
BASIC STRUCTURE OF ONE TEXT
IN CHARACTER INFORMATION

FIG. 2C

EXAMPLE OF CHARACTER
INFORMATION LIST

```

<HTML>
<TITLE>
  TRAFFIC JAM INFORMATION
</TITLE>
<TABLE>
  <TD>
    KAWAGOE
  </TD>
  <TD>
    R-254
  </TD>
  <TD>
    JAM
  </TD>
  <TD>
    OMIYA
  </TD>
  .
  .
  .
</TABLE>
<AHREF=...>
  ←RETURN
</A>
<AHREF=...>
  GO →
</A>
</HTML>
  
```

CHARACTER
INFORMATION WORTH
OF ONE DISPLAY
SCREEN

FIG. 2B

(OPERATION MODE 2)

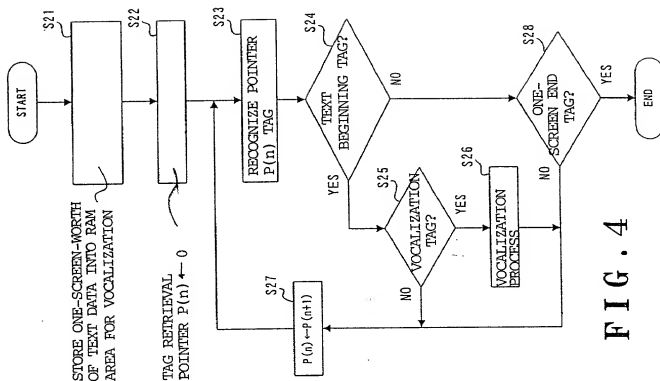


FIG. 4

(OPERATION MODE 1)

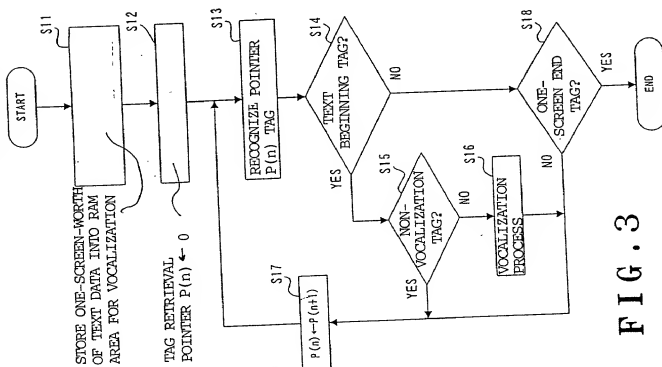


FIG. 3

(OPERATION MODE 3)

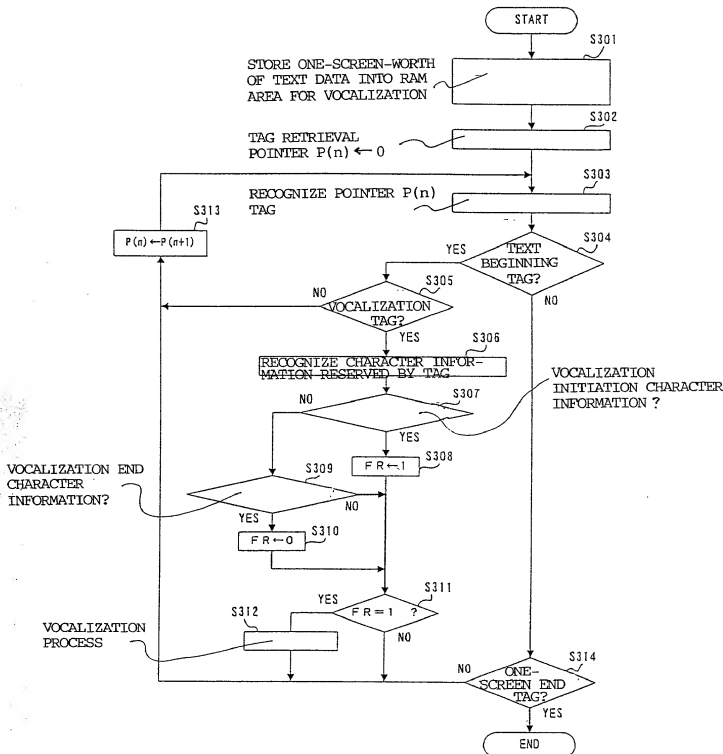


FIG. 5

(OPERATION MODE 4)

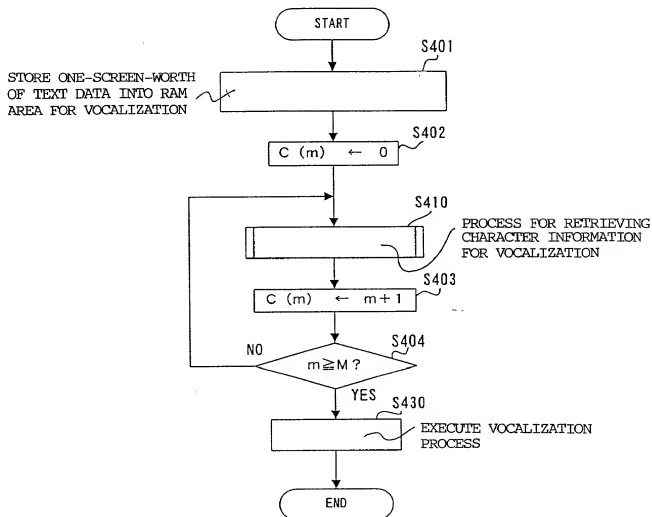


FIG. 6

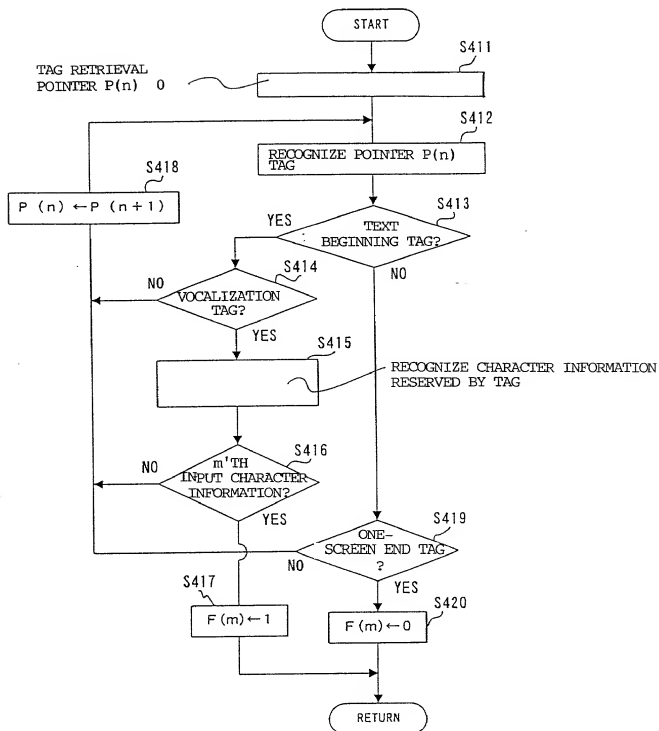
(PROCESS FOR RETRIEVING
VOCALIZATION CHARACTER (S410))

FIG. 7